

5.2.1. Staves	peaks
5.2.2. Acids and electricity	Diet
5.2.3. Silver	Frozen humanoid flesh (Preferred)
5.2.4. Necrophage Oil	Frozen livestock
5.2.5. Fey Oil	Frozen fish
6. Harvestable Parts	Prey
6.1. Hag Teeth	Humans
6.2. Necrophage Blood	Livestock
7. Known Bheur Hags	Fish
8. Trivia	Predators
	Witchers?

Physiology

When they do not magically disguise themselves, they have a pallid, blue-white skin like they had died of hypothermia, they typically wear a ragged, grey-blue shawls and often carried a gnarled, wooden staff that is taller than themselves, the gray bark contrasting against the dry blood of their victims that typically stained their hands.. Their body was normally highly blemished by human standards cover with warts and exaggerated facial features. Their hair is a pale, white in color like freshly fallen snow. Their eyes which glow in darkness are usually bluish in color. Their natural weapons of claws are needle sharp, their teeth are unnaturally white, rot and decay are kept at bay by the subzero temperatures associated with the hag, while their talons were either black or yellow covered in filth at the end of slender, bony fingers.

Lifecycle

- Hag Child:** Impossible to tell from a human child until their 13th birthday if their hag mother has the child participate in a dark ritual once every week until their 13th birthday otherwise they remain human for the rest of their lives.
- Hag:** A full-grown hag not too strong not too powerful yet. It is at this point a Hag seeks out a coven if she isn't already in one.
- Auntie:** An elder hag between the adulthood of a Hag and the power of a Grandma usually serves as the subordinate to a Grandma.
- Grandma:** Ancient and the most powerful a hag will be is if she lives to be a Grandma. Grandmas are usually coven leaders or they'll leave a coven to start one so that they can be the leader.

Personality

Bheur Hags are naturally cruel creatures that live for the pleasure of bringing icy death to as many people as they can. They view people's selfish actions justified by unrelentingly circumstances, normally the overpowering cold, to be especially enticing. Through their mastery of cold weather, they spread misery and despair among communities during winter seasons with the goal of instilling a miserly mindset.

As a Bheur Hag, the pitiful attempts of unprepared mortals to survive, such as eating leather instead of actual food, their suffering and the suffering they caused others, such as by killing people or defiling the sacred for resources, and their eventual deaths were all delightful to a **Bheur Hag**. The **Bheur Hag's** favorite part of such times for **Bheur Hags** were when the selfish acts were unnecessarily committed, like when people hoarded more resources than they could possibly use, and the conniving crones love to plant such extravagant ideas.

Bheurs Hags themselves possess significant survival skills and knowledge of nature.

Abilities

Physical

- **Hag Physiology:**

- **Claw Retraction:** Bheur Hags possess razor sharp claws/talons.
- **Darkvision: Bheur Hags** can see in the dark within a specific radius. They can see in dim light within the radius as if it were bright light, and in total darkness as if it were dim light. Though they can't discern color in the darkness, only shades of gray.
- **Fang Retraction:** Bheur Hags possess a maw of dull human-like teeth, which strangely have no trouble ripping flesh from bone, the teeth of a **Bheur Hag** are highly dangerous to humans and humanoids.

Magical

All of the Bheur Hag's powers except for one are dependent on the presence of their 'graystaffs', without with a **Bheur Hag** cannot perform most of their magic.

- **Hag Magic:**

- **Floating Object Riding:** A **Bheur Hag** can use their graystaffs to fly around.
- **Ice Generation and Manipulation:** The **Bheur Hags** have magical power over the cold; their touch inflicted raw frost that was extremely painful to fire-based beings and they could blast their enemies aside with rime. They could create chains of permafrost and create cones of cold, causing even those who can survive the cold to suffer its effects. Snow and wind often surround them, and they move unhindered by ice and unseen through bitter blizzards.
 - **Frozen Feast:** Bheur Hags often feast on the frozen corpses of their victims during battle they would stop to devour them, stripping them of their meat and leaving only their bones. As a result of seeing such savagery, numerous conditions were reported to develop, including blindness, catatonia, psychotic episodes, babbling fits and extreme fear.
- **Limited Polymorphy:** Like their relatives the [Annis Hag](#), the **Bheur Hag** had the ability to disguise herself using polymorphy, though theirs is very limited as they can only maintain it for ten minutes a day.
 - **Personal Size Manipulation:** A **Bheur Hag** has the power to increase in size though they can only maintain it for ten minutes a day.
 - **Size Enhancement:** A **Bheur Hag** can increase in size.
- **Minion Creation:** Through the use of their Frozen Feast ability Bheur Hags are able to make minions in the form of the undead Entombed.

Behaviors

Lairing

When they establishing lairs, the more powerful Bheur Hags, such as Grandmas and Aunties, release greater power from within them, such as the ability to create small, blinding blizzards. Snowstorms and small avalanches are often encountered in areas inhabited by such hags. The trails nearby were twisting and turned back on themselves and bodies preserved by the bitter cold occasionally had their spirits return as specters.

Weaknesses

Staves

Bheur Hags are powerful but have a critical weakness in the form of their staves. While not magical in of themselves, their *graystaffs*, also called *staffs of frost*, served as their foci to help unleash their inner power and could be ridden like 'flying broomsticks' by **Bheur Hags**. Without graystaffs to augment their power, a **Bheur Hag** is far less dangerous. Graystaffs do not work for non-**Bheur Hags**, but if lost or destroyed, a **Bheur Hag** would have to leave the Material Plane in order to create a new one, a process that takes a year and a day.

Acids and electricity

Bheur Hags also are vulnerable to acids and electricity but strangely resistant to fire.

Silver

Like most magical or unnatural monsters **Bheur Hags** have an aversion to silver.

Necrophage Oil

Bheur Hags take more damage when struck with a silver witcher's sword covered in Necrophage Oil.

Fey Oil

Bheur Hags take more damage when struck with a silver witcher's sword covered in Fey Oil.

Harvestable Parts

Hag Teeth

The teeth of a hag are an alchemical ingredient of the Rebis family as such can be used for potions and processing into the alchemical substance known as Pure Rebis.

Necrophage Blood

The blood of a necrophage is a alchemical ingredient of the Rebis family as such can be used for potions and processing into the alchemical substance known as Pure Rebis.

Known Bheur Hags

- TBA

Trivia

- **Bheur Hags** are based off of the creature of the same name from D&D.
- **Bheur Hags** are free to use in stories and articles, all I ask is that you honor the lore present and if you make one add their name and a link to this page.
- Sometimes Hags are the female version of other 'species' of Necrophage, such as [Annis Hags](#) being the female version of Rotfiends that is not the case for a Bheur Hag, who reproduces in the above mentioned method.

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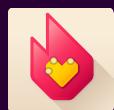
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